AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1-5.   (Canceled)

6.   (Currently amended)   A match-style 3D video game device, comprising:

a monitor screen that is positioned at a prescribed height on which images are displayed ~~the game machine housing and displays images~~;

a 3D video game device controller that generates operation signals based on [[which]] a particular game action that is instructed, said 3D video game device including:

a pair of right and left main units configured to allow manual operation, said main units being wearable by a game player; and

right and left motion detection units that are respectively mounted in each of said right and left main [[unit]] units for individually detecting movement along at least two axes and outputting detected movement as operation signals, said 3D video game device controller ~~causes the~~ causing a content of the operation thereof to be reflected in the particular game action;

3

game control means ~~that controls the~~ for controlling progress of the game

based on operation signals from the <u>3D video game device</u> controller;

display control means ~~that creates~~ <u>for creating</u> three-dimensional images from

[[the]] <u>a</u> viewpoint of a virtual camera and ~~displays them~~ <u>for displaying said three-</u>

<u>dimensional images</u> on the screen of said monitor, <u>said three-dimensional images</u>

<u>including an opponent character displayed as facing the game player when said game</u>

<u>player is positioned in a play space in front of said monitor screen;</u>

head detection means ~~that detects the~~ <u>for detecting a</u> position of [[the]] <u>a</u>

head of [[a]] <u>the game</u> player positioned in the play space ~~in front of said monitor~~

~~screen~~ in at least [[the]] right and left directions within [[the]] <u>a</u> space surrounding

[[such]] <u>the</u> head <u>of the game player;</u> and

viewpoint change means ~~that moves~~ <u>for moving</u> the viewpoint of said virtual

camera in accordance with [[the]] <u>a</u> direction and amount of change in the detected

head position.

7.   (Currently amended)   The match-style 3D video game device

according to claim 6, wherein said head detection means ~~also detects the~~ <u>includes</u>

<u>means for detecting a</u> height of the head.

8.   (Original) The match-style 3D video game device according to claim

6, wherein said display control means displays an opponent character on said monitor

screen as a game image, while said game control means displays the opponent character throwing a punch and instructs that a hit effect routine be performed such that a punch is landed on the player when there is a virtual camera viewpoint aiming in the direction in which said punch was thrown.

9.   (Currently amended) The match-style 3D video game device according to claim 8, wherein said display control means ~~causes~~ includes means for causing the image displayed on the monitor screen to shake along at least one axis for a prescribed period of time upon receiving an instruction for a hit effect routine.

10.   (Original) The match-style 3D video game device according to claim 6, wherein said game control means processes the operation signals from the motion detection units as thrown punch signals and instructs that a hit effect routine be performed such that punches land on the opponent character displayed on the monitor screen.

11.   (Currently amended) The match-style 3D video game device according to claim 10, wherein said display control means displays a damage action on the opponent character being shown on the monitor screen upon receiving an instruction for [[a]] the hit effect routine.

12.   (Currently amended)   The match-style 3D video game device according to claim 11, wherein:

said game control means ~~recognizes~~ includes means for recognizing from which of said right and left motion units ~~whether~~ said operation signals [[came]] originated ~~from the right or left motion detection unit;~~: and

said display control means displays, as a damage action in response to an operation signal from a recognized one of the left and right motion detection [[unit]] units, the opponent character on the monitor screen leaning toward ~~the other~~ an opposite side.

13.   (Currently amended)   The match-style 3D video game device according to claim 10, wherein:

said game control means [[sets]] includes means for setting a hitting area at ~~one or more locations~~ at least one location on [[the]] a body of the opponent character on the monitor screen and [[sets]] for setting a defensive region that overlaps with [[the]] hands of the opponent character as seen from said virtual camera viewpoint[[,]]: and

~~wherein when said defensive region is outside said hitting area,~~ said display control means displays a hitting mark on said hitting area when said defensive region is outside said hitting area .

14.   (Currently amended)   The match-style 3D video game device
according to claim 13, wherein said game control means ~~recognizes the~~ includes
means for recognizing a type of said operation signal and ~~associates~~ for associating
different types of operation signals with different hitting areas.

15.   (Currently amended)   The match-style 3D video game device
according to claim 13, wherein said game control means ~~confers~~ includes means for
conferring points ~~when~~ responsive to receipt of an operation control signal ~~is~~
~~received~~ upon the display of said hitting mark [[M]].

16.   (New) The match-style 3D video game device according to claim 6,
wherein each of said right and left motion detection units individually detects
movement along three axes.

17.   (New) The match-style 3D video game device according to claim 6,
wherein each of said right and left main units is formed in a shape of a glove in
which a hand of the game player is inserted.

18.   (New) The match-style 3D video game device according to claim 6,
wherein said 3D video game device controller includes a signal line to enable
connection with another portion of the 3D video game device.

19.   (New) The match-style 3D video game device according to claim 6, wherein each of said right and left motion detection units comprises an acceleration sensor placed so as to operate to detect movement along each of said at least two axes.

20.   (New) A match-style 3D video game device, comprising:

a monitor screen that is positioned at a prescribed height on which images are displayed;

head detection means for detecting a position of a head of the game player positioned in a play space in front of said monitor screen in at least right and left directions within a space surrounding the head of the game player;

viewpoint change means for moving a viewpoint of a virtual camera in accordance with a direction and amount of change in the detected head position such that said viewpoint of said virtual camera approximates a view seen by the game player;

display control means for creating three-dimensional images from the viewpoint of said virtual camera and for displaying said three-dimensional images on the screen of said monitor, said three-dimensional images including an opponent character, interaction between the opponent character and the game player being based upon a relationship between the opponent character and the viewpoint position of the virtual camera;

a 3D video game device controller that generates operation signals based on a particular game action that is instructed, said 3D video game device including:

a pair of right and left main units configured to allow manual operation; and

right and left motion detection units that are respectively mounted in each of said right and left main units for individually detecting movement along at least two axes and outputting detected movement as operation signals, said 3D video game device controller causing a content of the operation thereof to be reflected in the particular game action; and

game control means for controlling progress of the game based on operation signals from the 3D video game device controller.

21.   (New) A match-style 3D video game device, comprising:

a monitor screen that is positioned at a prescribed height on which images are displayed;

a 3D video game device controller that generates operation signals based on a particular game action that is instructed, said 3D video game device including:

a pair of right and left main units configured to allow manual operation; and

right and left motion detection units that are respectively

mounted in each of said right and left main units for individually

detecting movement along at least two axes and outputting detected

movement as operation signals, said 3D video game device controller

causing a content of the operation thereof to be reflected in the

particular game action;

game control means for controlling progress of the game based on operation

signals from the 3D video game device controller, said game control means including

means for setting a hitting area at at least one location on a body of an opponent

character on the monitor screen and for setting a defensive region that overlaps with

hands of the opponent character as seen from said virtual camera viewpoint, said

display control means displaying a hitting mark on said hitting area when said

defensive region is outside said hitting area;

display control means for creating three-dimensional images from a

viewpoint of a virtual camera and for displaying said three-dimensional images on

the screen of said monitor;

head detection means for detecting a position of a head of the game player

positioned in a play space in front of said monitor screen in at least right and left

directions within a space surrounding the head of the game player; and

viewpoint change means for moving the viewpoint of said virtual camera in

accordance with a direction and amount of change in the detected head position such

F7223 am 1.wpd

that said viewpoint of said virtual camera essentially matches a view seen by the

game player.